**Adobe After effect**

**Introduction (section one)**

1. **WHAT IS ADOBE AFTER EFFECT?**

**Different after adobe premium pro and adobe after effect**

1. **Premium pro** is used for video editing software, edit row footage, to create small or large video production, color effect, transition effect. Production of row video edit.
2. **Adobe after effect** is used in post-production (after the footage has been produce), to add visual effect, create motion graphic, and animation sequences. Use in industry in post-production making.

It’s also use for

1. Keying
2. Tracking
3. Transitions
4. 3D effect

After effect is based on compositing, it doesn’t work with only video footage, image, audio for creating video presentation.

1. **INTERFACE INTRODUCTION TO ADOBE AFTER EFFECTS**

* First setting the window to is default configuration

1. How to visualize all panel (window => workspace => All Panels)
2. How to reset all panel (window => workspace => reset panel)

* The adobe after effect is broken down into five key sections

1. Composition panel
2. Timeline panel
3. Project panel
4. Tool panels
5. Varieties of work panels

**TIMELINE PANEL**

The long panel that run at the bottom of the screen, one of the main panel, the panel is used in managing the project element at all time.

1. the time line present across the top (indicating the length of the composition)
2. We have layers (bars) which represent individual element in the composition. It indicates the present or length of an element across the timeline
3. They are arranged in a particular other or hierarches (and are simply stack above each other)
4. The scroll bar can be used to visualize all the time line component.
5. At the left side with have the name of the layer and icon indicating the type of media.
6. Switches and mode that can be apply to the layers.
7. Zoom indicator (to zoom in and out of the layers in the time line)
8. The zoom indicator enables easy fine tuning of after effect
9. Button to toggle view component of the after effect.

**COMPOSITION PANEL**

The big panel at the center of the interface, it gives the visual preview of the project we are working on.

1. Bounding box to indicate selection of element
2. Each selected element reflects in the equivalent timeline bar
3. Magnification ratio (zoom and zoom out) for detail view.
4. Grid, guides and ruler option at the below bar.
5. Preview time (below bar)
6. Resolution factor (below bar) (default full) this is use to modify the resolution of visual element. Its modify for performance purpose (for fast streamline or preview)
7. We can double click a layer to isolate a layer for inspection. (then the element appears in a separate bar at the composition panel)

**PROJECT PANEL**

the project panel is found at the left section of the interface. The panel contain all the element that make up our video project. (project may contain N number of visual element)

1. It allows you to carefully organize your project into folders

**TOOLS PANEL**

The tools panel runs across the top of the interface. And it contains all the tools that can be use in after effect

1. We have standard bar can also be found at the top of the interface.

**WORK PANEL**

This panels are essential in other to produce work and control many variables in an after-effect project. They panel are arranged in stacks and this includes.

1. Info
2. Audio
3. Effect and presets ()
4. Libraries
5. Align
6. Character panel
7. Paragraph
8. Tracker
9. Paint etc.

The can customize your workspace by selecting and deselecting them in the window menu at the top. However, to name your work space you can simple follow this step

Window => Workspace => Save as New Workspace

1. **LAYERS AND THE TIMELINE PANEL**

This section consists of

1. Layers
2. The time Indicator
3. Ram preview
4. The timeline work area.

**Layers**

The layers are the fundamental basis for creating any composition created in after effect, and its manage in the timeline panel. Every element in the composition panel are represent with a layer in the timeline panel.

1. Slider to see more layer in the timeline
2. We can have image, shape, video, audio
3. Each layer as a name
4. The layer at the top stack has the most visibility, while layer at the bottom as the least visibility.
5. The time shows the length of the entire composition (with number indictor)
6. The layers are of different width. This represent their present across time.

**Time Indicator**

Has a grabber to manually switch over time. we can move through time.

1. when layer after or before the timeline indicator is selected the visual element are not selected.
2. The time indicator as to be on the layer you want to see
3. Changing layer stack position by clicking and holding on a layer name then drag up and down
4. Hold control then click and drag for changing multiple layer position.
5. The triangle indicates layer property (every layer irrespective of the media) will always have the transform property
6. Transform property includes (Anchor point, position, scale, Rotation and Opacity)
7. We have Keyframe are used to set the parament of all effect over time.
8. So basically, we know that timeline can be used to move through the time indicator.

**Ram Preview**

How do we preview the video composition? Ram preview is use to preview the video composition to see how it look like in real time.

* To preview video sequence in real time
* It’s called ram preview because after effect uses the computer ram to preview the sequence
* Space bar to start and stop the preview (the green bar loading shows the loading into ram)
* The system ram configuration determining the speed of the preview.
* It’s essential to test our sequences.

**Timeline work area**

The timeline work area is below the Timeline number and its indicate with a bar with two blue indicator and grabber.

1. It can be used to set work are to a specific time range.
2. It can be to focus on a specific timeframe in the sequence

Generally (Key things to remember) the timeline panel allows us to focus on 3 major things:

1. Determine layer order and hierarchy.
2. Timing and animation
3. Treat and manage individual composite though a motion sequence.
4. **COMPOSITIONS**

**This section includes:**

1. What are composition?
2. Composition tabs
3. How to create a composition

**What is composition**

A composition or comp for short is a collection of multimedia element for creating our video sequence.

* How to create a composition: click composition (top bar) => new Composition => set name and click ok
* Comp is represented with a film click icon with some shape icon on it.
* A comp serves as an empty vessel to place our media content such as text, etc.
* Composition can contain compositions
* Sub composition can be open up by double clicking on the main layer
* It can be used to group sequence, organize complexity of a project

**Composition Tab**

Composition tab is used to switch between main composition and other composition present in the project.

**How to create a composition**

Way includes

* By clicking the comp icon below the project panel
* Command + N
* Top menu clicks Composition => Create New Composition

**To edit a composition setup or make modification**

* Write click on a composition => click composition setting
* Composition (menu bar) => Composition setting

**Note**

1. Composition are like individual video sequences.
2. A typical after effects project will have multiple compositions.
3. Composition make it easier to organize complexity
4. Composition contain both visual and time information represented in two separate panels. That is the timeline panel and the visual composition panel.
5. When a composition is created it appears in the project panel.
6. **THE PROJECT PANEL ‘LINKS PANEL’**

In after effect every element brought into the program is place in the project panel (link panel)

This section includes:

1. The Project Panel
2. Managing Links
3. Managing assets in the project panel
4. Placing media element from the project panel into your composition

Note

* At the top of the project panel we have the **media info space**
* The media info space shows meta data about the selected media item.

**Managing Links**

When a media element is brought into and after effect project via the project panel they are not physically part of the file. But represented as links.

* Those media content (video, audio, image will appear as links in the project panel).
* If a actual file on your system is modify the link with be broken.
* Wright click on a media in the project panel then select **Reveal in Finder,** the actual location of the media file will be reveal.
* Strip of colored image are used to represent missing media links. If the media file is modified.
* The media file as to be reloaded if the actual file is restored. Right click on the media then you select **Reload Footage.**
* The **Reload Footage** can be used to reselect file in which the location has been change. (this is called Relinking of footage)

**Managing assets in the project panel**

The project panel can be use in organizing and arranging media item in an orderly manner.

* This organization enable efficient workflow

**Placing media element from the project panel into your composition**

Element can be added to the composition in two ways:

1. By dragging them into the timeline panel
2. By dragging the visual element into the composition panel.
3. **ANIMATION PRINCIPLES**

How do we animate?

What do we need to animate? We should first understand the animation principles and how they work.

**Note**: Animation principles are the various effect that can be apply to various visual element on the composition panel.

In after effect we have four key animation principles, this includes;

1. Positioning
2. Scaling
3. Rotation
4. Opacity

* A single key animation principle or more can be apply on a visual element.
* Animation can be applied on media element down in the timeline panel.
* In after effect a shape layer is represent with a start symbol next to the element name.
* The animation properties can be modified or changed by clicking the triangle at the left side to the element name, in the left side of the time line panel.

1. **KEYFRAMES**
2. Keyframe
3. Keyframe easing

Keyframe are used to set parameter for all effect (translation, rotation, scaling and opacity) over time. in other words, we can have key frame for

1. Translation
2. Rotation
3. Scaling and opacity
4. Opacity

Note: the default keyframe shape is the **diamond** shape

**Graph Editor**

The graph editor visually (location beside the time indicator) show the momentum of animation principles on visual element across time.

**Keyframe Easing**

The keyframe easing can be added to visual element to give the perception of smoothness effect in a sequence.

**Keyframe interpolation**

Keyframe interpolation occur when after effect automatically create keyframes between two points. Instead of creating keyframe frame by frame manually.

**SECTION TWO**

**ESSENTIAL PRACTICE**

1. **VIDEO EDITING**

We would be looking at

1. Importing of video into the after effects
2. Editing video clips in the timeline panel

**Short Key cut**

1. Alt + [ 🡪 to cut the video clip at the left side
2. Alt +] 🡪 to cut the video clip at the right side.
3. **SIMPLE ANIMATION IN AFTER EFFECT**

**We would cover:**

* Adding of keyframes
* Setting of keyframe properties
* Duplicating keyframe properties (Ctrl + C and Ctrl + V)

Note:

* shape layers are represented with a star shape
* keyframe are placed or shown on the timeline panel where ever the time indicator is on the timeline panel upon clicking the **stopwatch** **icon**.
* Adding new keyframe by clicking the **stopwatch** **icon** (next to each animation principle) to activate the keyframe in the exact location of the time indicator, then drag the shape for translation to new location
* By copying and pasting we can easily duplicate keyframe property.

**Create a project (section three)**